31 Dwarf Battlemaster

LEVEL 7 | AC 24 | DEF 17 | SPEED 5 | HP 60

ATTACK ACTIONS

(+) **Dwarven Waraxe:** +15 vs AC; 15 Damage

❑ ⸸ **Crushing Blow:** +12 vs DEF (Fort); 25 Damage

ABILITIES

Good • Dwarf • Fighter

+4 DEF (Fort)

SPECIAL POWERS

Rock Solid: Whenever an ally scores a critical, this creature can heal 20 HP OR automatically recharge its Crushing Blow.

CHAMPION 3

• Use when an ally hits with a ⸸ attack: +10 Damage.

• Use when an enemy scores a critical. That attack becomes a normal hit.

22 Yuan-Ti Swiftscale

LEVEL 7 | AC 22 | DEF 18 | SPEED 8 | HP 50

ATTACK ACTIONS

(+) **Longsword:** +12 vs AC; 15 Damage

⸸ **Zehir's Tongue:** If at least one Bloodied enemy is adjacent, attack each adjacent enemy once, +12 vs AC; 20 Damage

ABILITIES

Evil • Yuan-Ti

SPECIAL POWERS

Zehir's Eye: An enemy that misses this creature with a ⸸ attack gets -2 Attack until it next hits a target.

It strikes with the alacrity of the vilest viper, sapping your will with oaths to its venomous god.

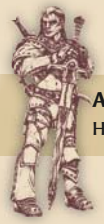
14 Human Sellsword

LEVEL 5 | AC 20 | DEF 17 | SPEED 6 | HP 50

ATTACK ACTIONS

(+) **Greatsword:** +11 vs AC; 20 Damage

❑ ⸸ **Killing Blow:** +9 vs AC, +5 Attack if target is Bloodied; 30 Damage



ABILITIES

Human • Fighter

"My moneybag is my cause, friend. As long as you keep it full, your little crusade is mine."

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11 Elf Warlock

LEVEL 4 | AC 17 | DEF 16 | SPEED 7 | HP 35

ATTACK ACTIONS

(+) **Soul Blast:** +4 vs DEF (Fort); 5 Damage

↗ **Eldritch Blast:** (range 10) +6 vs DEF (Ref); 10 Damage

❑ ↗ **Bloodfang Beast Curse:** (range 6) +6 vs DEF (Ref); target takes 10 Damage after it hits with any ⸸ attack; effect ends when this creature is eliminated

ABILITIES

Elf • Warlock

+4 DEF (Ref)

SPECIAL POWERS

❑ **Dimension Leap:** As a move action, place this creature up to 3 squares away within line of sight.

36 Young Green Dragon

LEVEL 5 | AC 23 | DEF 20 | SPEED F10 | HP 65

ATTACK ACTIONS

(+) **Bite:** +11 vs AC; 10 Damage AND ongoing 10 poison Damage

❑ ⇜ **Poison Breath:** (large cone) +9 vs DEF (Fort); 15 poison Damage AND ongoing 5 poison Damage (save ends); RECHARGE when first Bloodied

ABILITIES

Dragon

Flight; Reach 2

CHAMPION 2

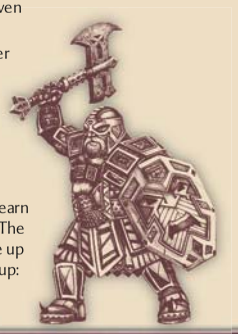
• Use at the start of this champion's turn. Choose an enemy within 5 squares and slide that enemy 1 square.

Elf Warlock

- For your first battle using this creature, just use the Soul Blast and Eldritch Blast attacks.
- **Ranged** attacks, marked with the ✈ icon, can attack creatures that are not beside the Elf Warlock. (For example, **Eldritch Blast** works against enemies up to 10 squares away.) The Ellf Warlock is not very strong in melee combat, so use its ✈ attacks whenever you can.
- Once per battle, the Elf Warlock can magically move 3 squares without provoking opportunity attacks.
- Once per battle, the Elf Warlock can use **Bloodfang Beast Curse** to make an enemy hurt itself with its own attacks. This attack can affect an enemy within 6 squares and targets DEF instead of AC. If it hits, that enemy takes 10 Damage every time it hits with its own ⸸ attacks.

illus. Adam Gillespie

Dwarf Battlemaster



- For your first battle using this creature, just use the Dwarven Waraxe attack.
- The Dwarf Battlemaster can use **Crushing Blow** once per battle. This attack targets the enemy's DEF instead of AC (so it's easier to hit the Yuan-Ti Swiftscale and the Young Green Dragon).
- **Rock Solid:** If an ally scores a critical hit, the Dwarf Battlemaster can recharge its own Crushing Blow attack or heal 20 Damage. Dwarves are tough.
- **Champion powers** are special effects that you need to learn about before you play (see Champion Powers, page 34). The Dwarf Battlemaster can use these powers to help its side up to 3 times in a battle, any time the right situation comes up: One increases an ally's ⸸ damage, and the other turns a critical hit by an enemy into a normal hit.

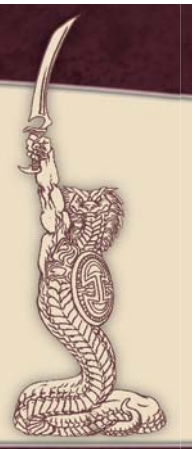
illus. David Griffith

Young Green Dragon

- The Young Green Dragon is very powerful but also complex. For your first battle using this creature, just use its Bite attack.
- The Young Green Dragon can fly up to 10 squares (Speed F10) over and past most enemies, and it ignores most terrain. See **Flight** on page 20.
- **Poison Breath** uses a cone (see page 26) that can hit several creatures at once. The large cone template on page 41 shows you the area the attack affects.
- Both Bite and Breath Weapon deal **ongoing** poison Damage (see page 32). A creature hit by one of these attacks takes poison Damage at the start of each turn until it ends the effect with a **save** (see Saving Throw, page 33).
- **Champion powers** are special effects that you need to learn about before you play (see Champion Powers, page 34). The Young Green Dragon can use its power up to 2 times in a battle: It slides an enemy 1 square at the start of its own turn (see **slide**, page 46).

illus. Lars Grant-West

Yuan-Ti Swiftscale



- If you're playing the Quick Start battle against the Human Sellsword, just use the Longsword attack.
- If the Yuan-Ti Swiftscale has at least one Bloodied enemy next to it, it can use **Zehir's Tongue** to attack all enemies that are next to it. (A creature is Bloodied if its HP total is half its starting total or below.)
- The **Zehir's Eye** special power penalizes any enemy that misses it when making a ⸸ attack. This power works whenever an enemy misses, but the penalty never gets worse than -2.

illus. Ron Spencer

Human Sellsword

- If you're playing the Quick Start battle against the Yuan-Ti Swiftscale, just use the Greatsword attack.
- The Human Sellsword can use **Killing Blow** once per battle. This attack deals more damage than the Greatsword, and it works better if the target is already Bloodied. (A creature is Bloodied if its HP total is half its starting total or below.)

illus. David Griffith

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